

CISC 7332X T6

# C14b: Classless Intradomain Routing

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# Acknowledgements

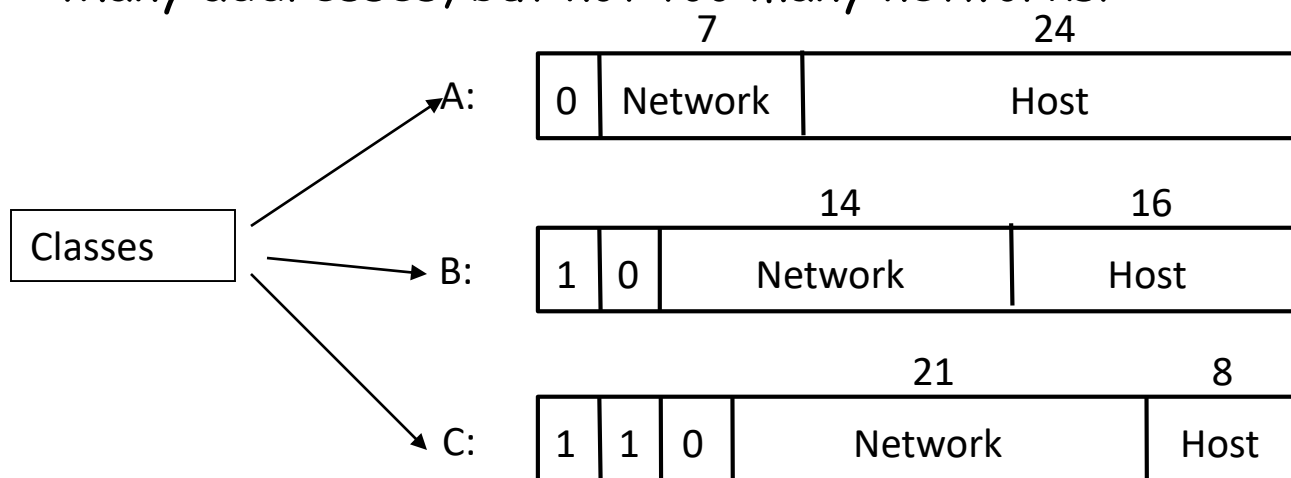
- Some pictures used in this presentation were obtained from the Internet
- The instructor used the following references
  - Larry L. Peterson and Bruce S. Davie, *Computer Networks: A Systems Approach*, 5th Edition, Elsevier, 2011
  - Andrew S. Tanenbaum, *Computer Networks*, 5th Edition, Prentice-Hall, 2010
  - James F. Kurose and Keith W. Ross, *Computer Networking: A Top-Down Approach*, 5th Ed., Addison Wesley, 2009
  - Larry L. Peterson's (<http://www.cs.princeton.edu/~llp/>) Computer Networks class web site

# Outline

- Problem to scale to global network
  - Many networks organized in hierarchical manner
  - Scarcity of IP address
- Solution
  - Subnetting (legacy)
  - Supernetting (classless routing, legacy)
  - Classless routing (CIDR)

# Is $2^{32}$ too small a number?

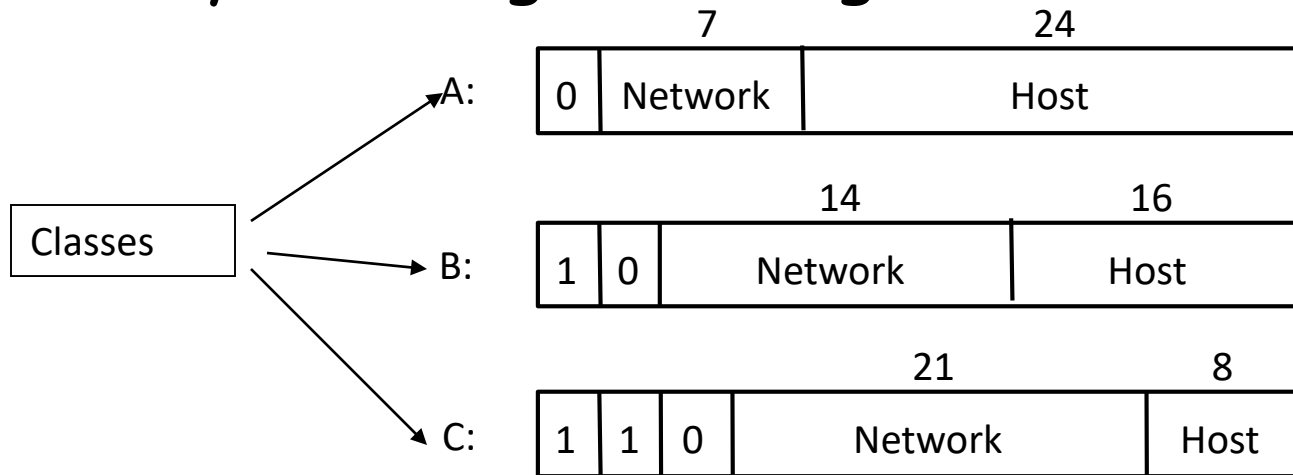
- IPv4 address
  - 32 bit integers  $\sim 2^{32} = 4,294,967,296$
  - Many addresses, but not too many networks!



- Testimony: <http://www.iana.org/assignments/ipv4-address-space/>
- Examples
  - A network of two nodes needs a class C network
  - A network of 256 nodes needs a class B network

# Can the number of networks be too many?

- How many class B networks are there?
- Potentially how big a routing table can be?



# Subnetting

- Add another level to address/routing hierarchy: *subnet*
- *Subnet masks* define variable partition of host part of class A and B addresses
- Subnets visible only within site

|                |             |
|----------------|-------------|
| Network number | Host number |
|----------------|-------------|

Class B address

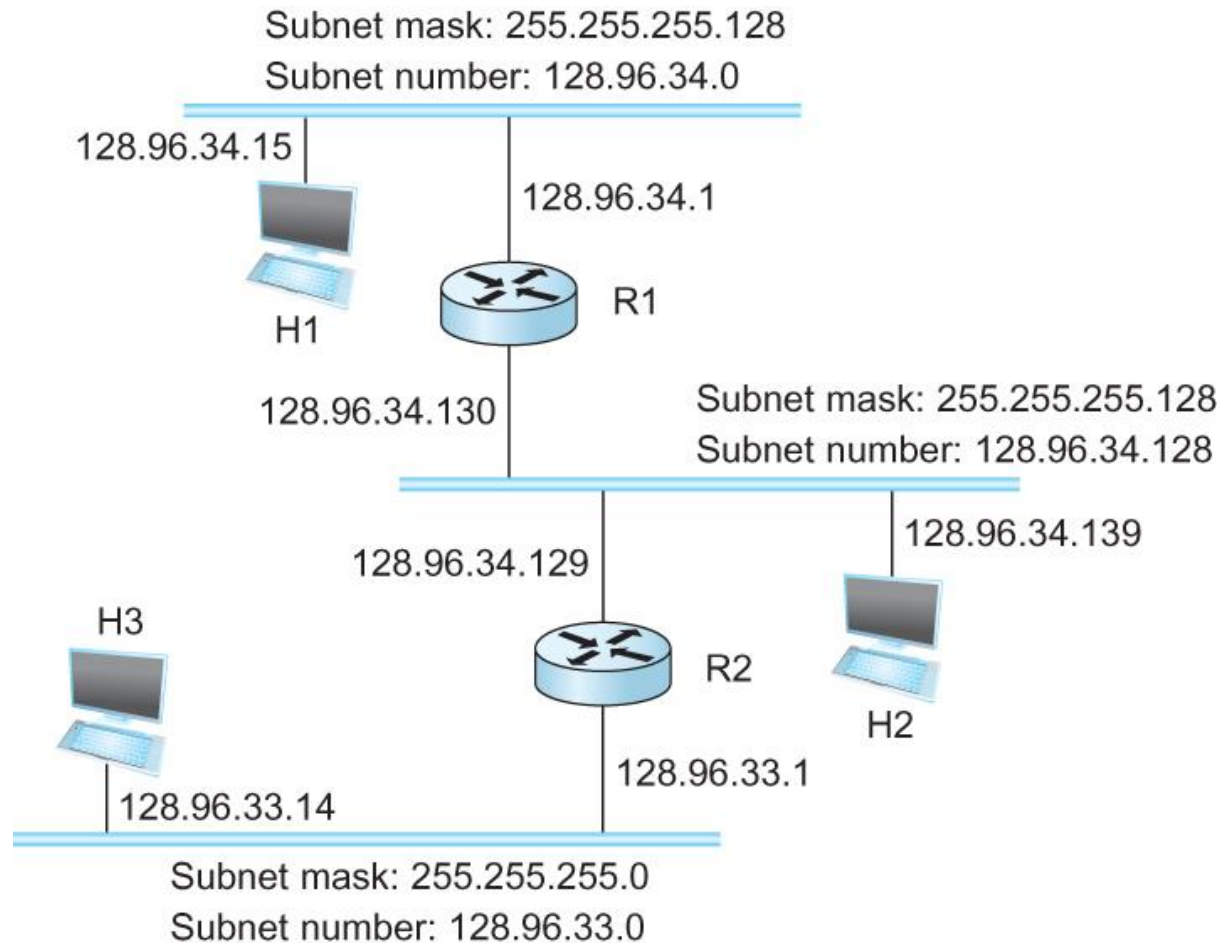
|                                  |          |
|----------------------------------|----------|
| 11111111111111111111111111111111 | 00000000 |
|----------------------------------|----------|

Subnet mask (255.255.255.0)

|                |           |         |
|----------------|-----------|---------|
| Network number | Subnet ID | Host ID |
|----------------|-----------|---------|

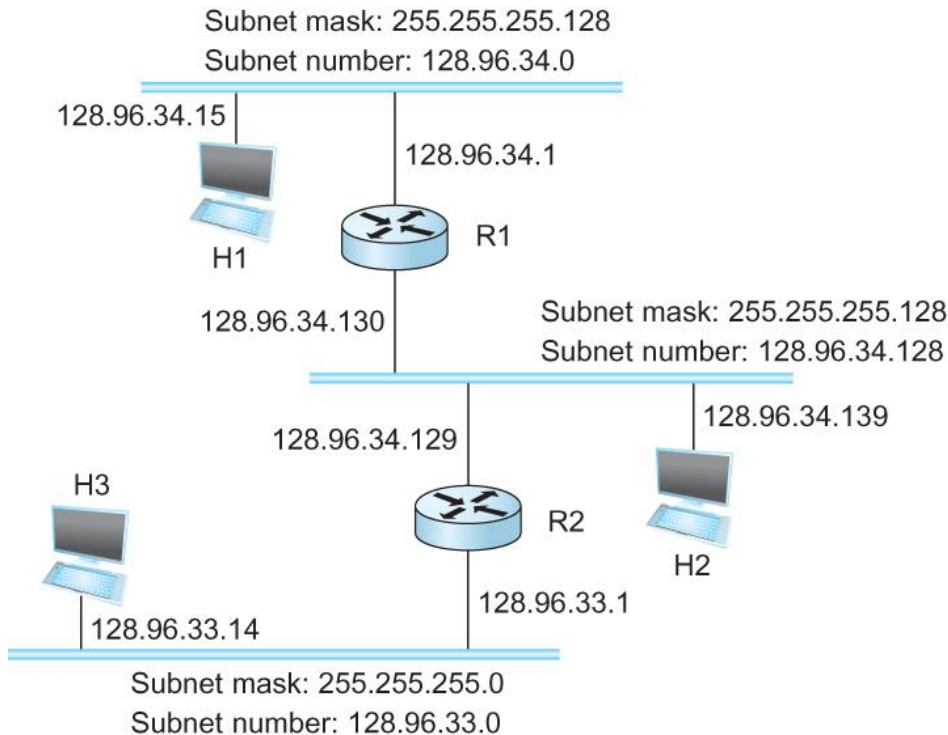
Subnetted address

# Subnetting: Example



# Subnetting: Example

- Forwarding Table at Router R1



| SubnetNumber  | SubnetMask      | NextHop     |
|---------------|-----------------|-------------|
| 128.96.34.0   | 255.255.255.128 | Interface 0 |
| 128.96.34.128 | 255.255.255.128 | Interface 1 |
| 128.96.33.0   | 255.255.255.0   | R2          |



# Forwarding Algorithm

D = destination IP address

for each entry < SubnetNum, SubnetMask, NextHop >

    D1 = SubnetMask & D

    if D1 = SubnetNum

        if NextHop is an interface

            deliver datagram directly to destination

    else

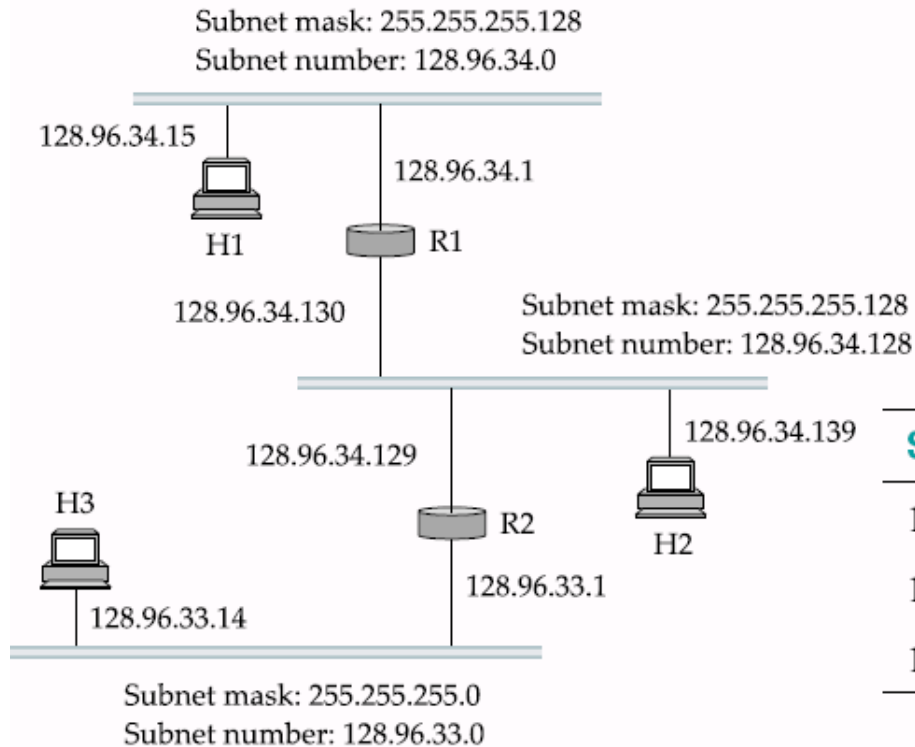
        deliver datagram to NextHop (a router)

# Subnetting: Discussion

- Would use a default router if nothing matches
- Subnet masks do not have to align with a byte boundary
- Subnet masks need **not** to be contiguous 1's
  - 255.255.1.0 is OK
    - 11111111 11111111 00000001 00000000
    - What is subnet number of IP address 128.96.34.1?  
10000000 01100000 00100010 00000000 &  
11111111 11111111 00000001 00000000 →  
10000000 01100000 00000000 00000000 →  
128.96.0.0 → can not directly tell from the IP address
    - In practice, use contiguous 1's
- Multiple subnets can be on a single physical network
- Subnets not visible from the rest of the Internet

# Subnetting: Discussion

- How do you tell whether an IP address is on a given subnet?



| SubnetNumber  | SubnetMask      | NextHop     |
|---------------|-----------------|-------------|
| 128.96.34.0   | 255.255.255.128 | Interface 0 |
| 128.96.34.128 | 255.255.255.128 | Interface 1 |
| 128.96.33.0   | 255.255.255.0   | R2          |

# Exercise C14b-1

- State to what next hop the IP packets addressed to each of the following destinations will be delivered

(a) 128.96.171.92

(b) 128.96.167.151

(c) 128.96.163.151

(d) 128.96.169.192

(e) 128.96.165.121

**Table 3.19 Routing Table for Exercise 56**

| SubnetNumber | SubnetMask    | NextHop     |
|--------------|---------------|-------------|
| 128.96.170.0 | 255.255.254.0 | Interface 0 |
| 128.96.168.0 | 255.255.254.0 | Interface 1 |
| 128.96.166.0 | 255.255.254.0 | R2          |
| 128.96.164.0 | 255.255.252.0 | R3          |
| <default>    |               | R4          |

# Scaling Problem

- Need to address two scaling concerns in the Internet
  - The growth of backbone routing table as more and more network numbers need to be stored in them
  - Potential exhaustion of the 32-bit address space
- Address assignment efficiency
  - Arises because of the IP address structure with class A, B, and C addresses
  - Forces us to hand out network address space in fixed-size chunks of three very different sizes
    - A network with two hosts needs a class C address:
      - Address assignment efficiency =  $2/255 = 0.78$
    - A network with 256 hosts needs a class B address
      - Address assignment efficiency =  $256/65535 = 0.39$

# First Attempt: No to Class B?

- Exhaustion of IP address space centers on exhaustion of the class B network numbers
- Solution
  - Say "NO" to any Autonomous System (AS) that requests a class B address unless they can show a need for something close to 64K addresses
  - Instead give them an appropriate number of class C addresses
  - For any AS with at least 256 hosts, we can guarantee an address space utilization of at least 50%
- What is the problem with this solution?

# First Attempt: No to Class B?

- Problem with this solution
  - Excessive storage requirement at the routers.
- If a single AS has, say 16 class C network numbers assigned to it,
  - Every Internet backbone router needs 16 entries in its routing tables for that AS
  - This is true, even if the path to every one of these networks is the same
- If we had assigned a class B address to the AS
  - The same routing information can be stored in one entry
  - Efficiency =  $16 \times 255 / 65,536 = 6.2\%$

# Addressing Scaling Problem

- Classless Inter-Domain Routing (CIDR)
  - Addresses two scaling concerns in the Internet
    - Backbone routing tables are getting big
    - Potential exhaustion of the 32-bit address space
  - Balancing two factors
    - Minimize the number of routes that a router needs to know
    - Allocate addresses efficiently.
  - CIDR uses aggregate routes
    - Uses a single entry in the forwarding table to tell the router how to reach a lot of different networks
    - Breaks the rigid boundaries between address classes



# Classless Addressing: Example

- Consider an AS with 16 class C network numbers.
- Instead of handing out 16 addresses at random, hand out a block of contiguous class C addresses
- Suppose we assign the class C network numbers from 192.4.16 through 192.4.31
- Observe that top 20 bits of all the addresses in this range are the same (11000000 00000100 0001)
  - We have created a 20-bit network number (which is in between class B network number and class C number)
- Requires to hand out blocks of class C addresses that share a common prefix (sometimes, called supnetting)

# Classless Addressing: Notation

- Requires to hand out blocks of addresses that share a common prefix
- Convention
  - Place a /X after the prefix where X is the prefix length in bits
- Example
  - 20-bit prefix for all the networks 192.4.16 through 192.4.31: 192.4.16/20
  - A single class C network number, which is 24 bits long: 192.4.16/24

# Routing and Classless Addressing

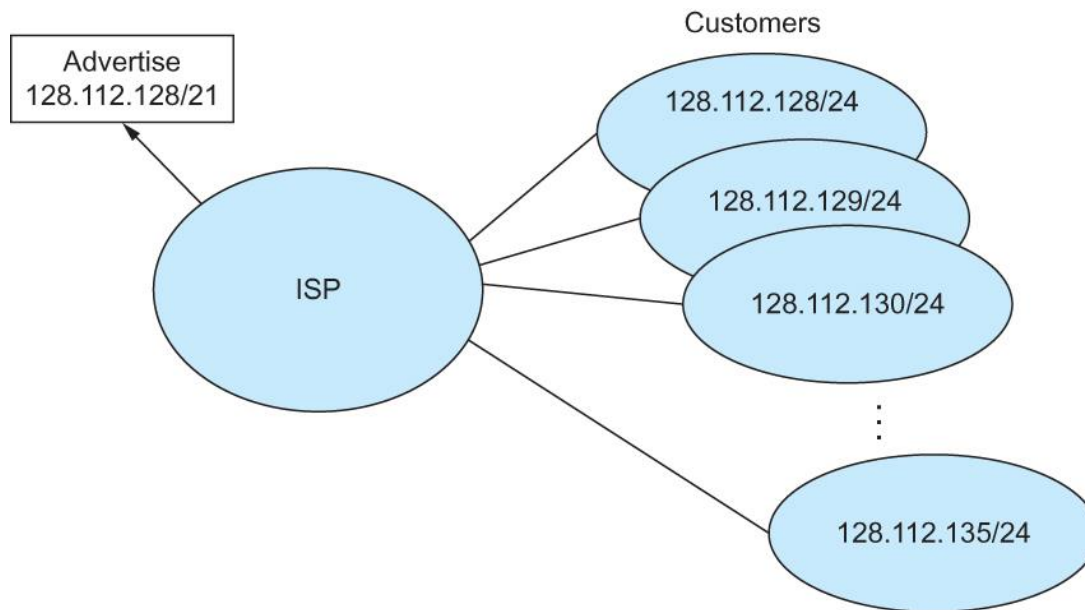
- How do the routing protocols handle this classless addresses
  - It must understand that the network number may be of any length
- Represent network number with a single pair

`<length, value>`

- All routers must understand CIDR addressing

# Routing and Classless Addressing: Example

- Route aggregation with CIDR



# IP Forwarding Revisited

- Original *assumptions* in IP forwarding mechanism
  - It can find the network number from destination IP address in a packet
  - Then look up that number in the forwarding table
- Need to *change* this assumption in case of CIDR

# IP Forwarding in CIDR

- Prefixes may be of any length, from 2 to 32 bits
  - Prefixes in the forwarding tables may overlap
- Some addresses may match more than one prefix
  - Example
    - Both 171.69/16 and 171.69.10/24 may coexist in the forwarding table of a single router
    - A packet destined to 171.69.10.5 clearly matches both prefixes.
  - Principle of "longest match"
    - A packet destined to 171.69.10.5 matches prefix 171.69.10/24
    - A packet destined to 171.69.20.5 matches 171.69/16

# Exercise C14b-2

- State to what next hop the IP packets addressed to each of the following destinations will be delivered

(a) C4.4B.31.2E

(b) C4.5E.05.09

(c) C4.4D.31.2E

(d) C4.5E.03.87

(e) C4.5E.7E.12

(f) C4.5E.D1.02

**Table 3.21 Routing Table for Exercise 73**

| Net/MaskLength | Nexthop |
|----------------|---------|
| C4.5E.2.0/23   | A       |
| C4.5E.4.0/22   | B       |
| C4.5E.C0.0/19  | C       |
| C4.5E.40.0/18  | D       |
| C4.4C.0.0/14   | E       |
| C0.0.0.0/2     | F       |
| 80.0.0.0/1     | G       |

# Questions?

- Subnetting
- Supernetting
- Classless addressing routing
  - Network prefix and length of prefix